

The diagram illustrates a video stream structure. It shows a sequence of frames, labeled $F(0)$, $F(1)$, $F(2)$, ..., $F(n)$. Each frame $F(i)$ is composed of a header H , a display cycle identifier D_f , a display cycle data D_p , and coded image data. The frames are associated with frame numbers $B_0, B_1, B_2, \dots, B_n$ and coded image data $C_{g0}, C_{g1}, C_{g2}, \dots, C_{gn}$. The sequence is labeled $100a$ and $Sa_0, Sa_1, Sa_2, \dots, Sa_n$.

The diagram illustrates a video stream structure. It begins with a header H, followed by a sequence of frames F(0) through F(n). Each frame F(i) contains a coded image data block and a display time data block (Dti). The display time data blocks are grouped into sets Sb0 through Sbn, each containing a coded image data block (Cgi). The total size of the stream is 100b.

Fig.2

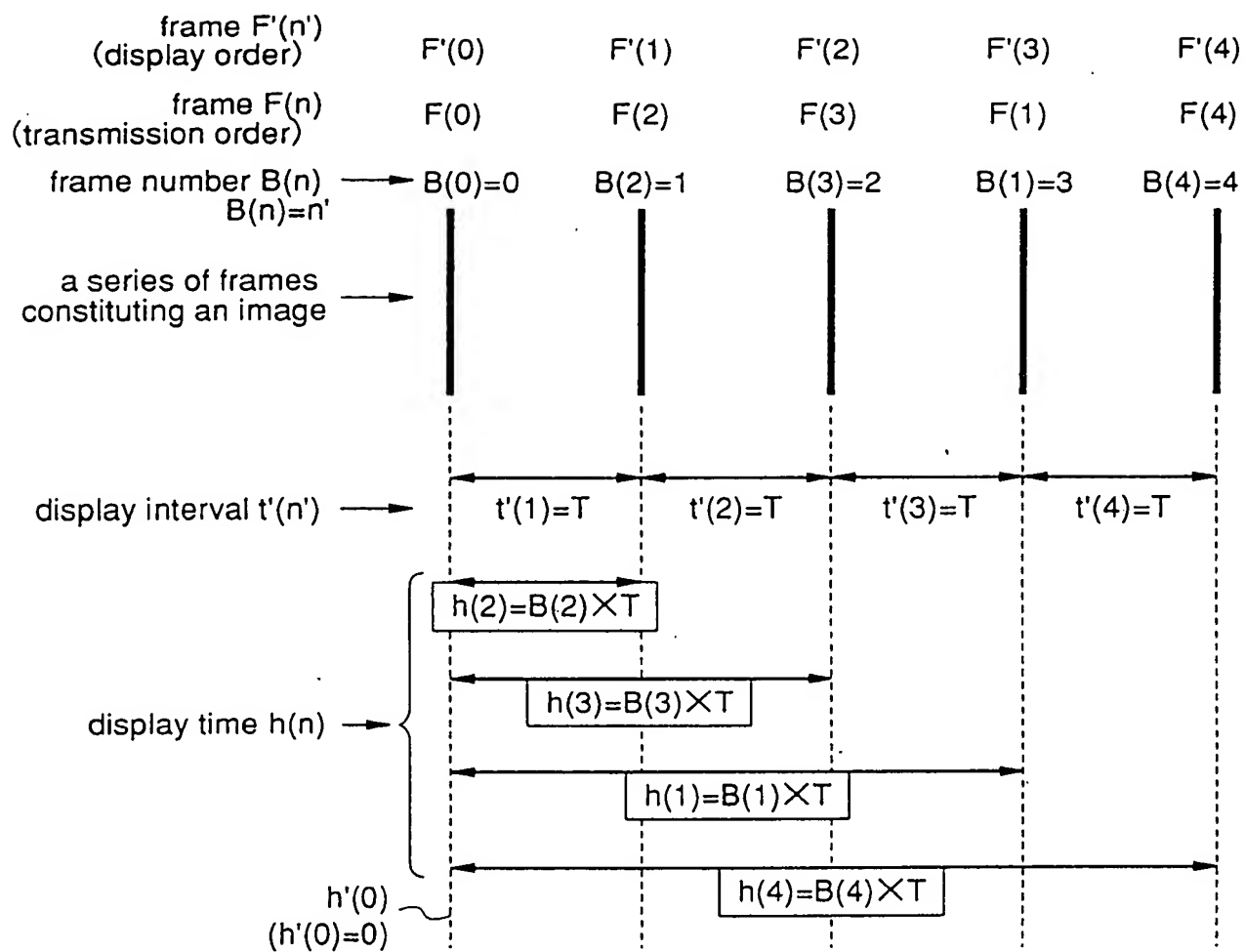


Fig.3

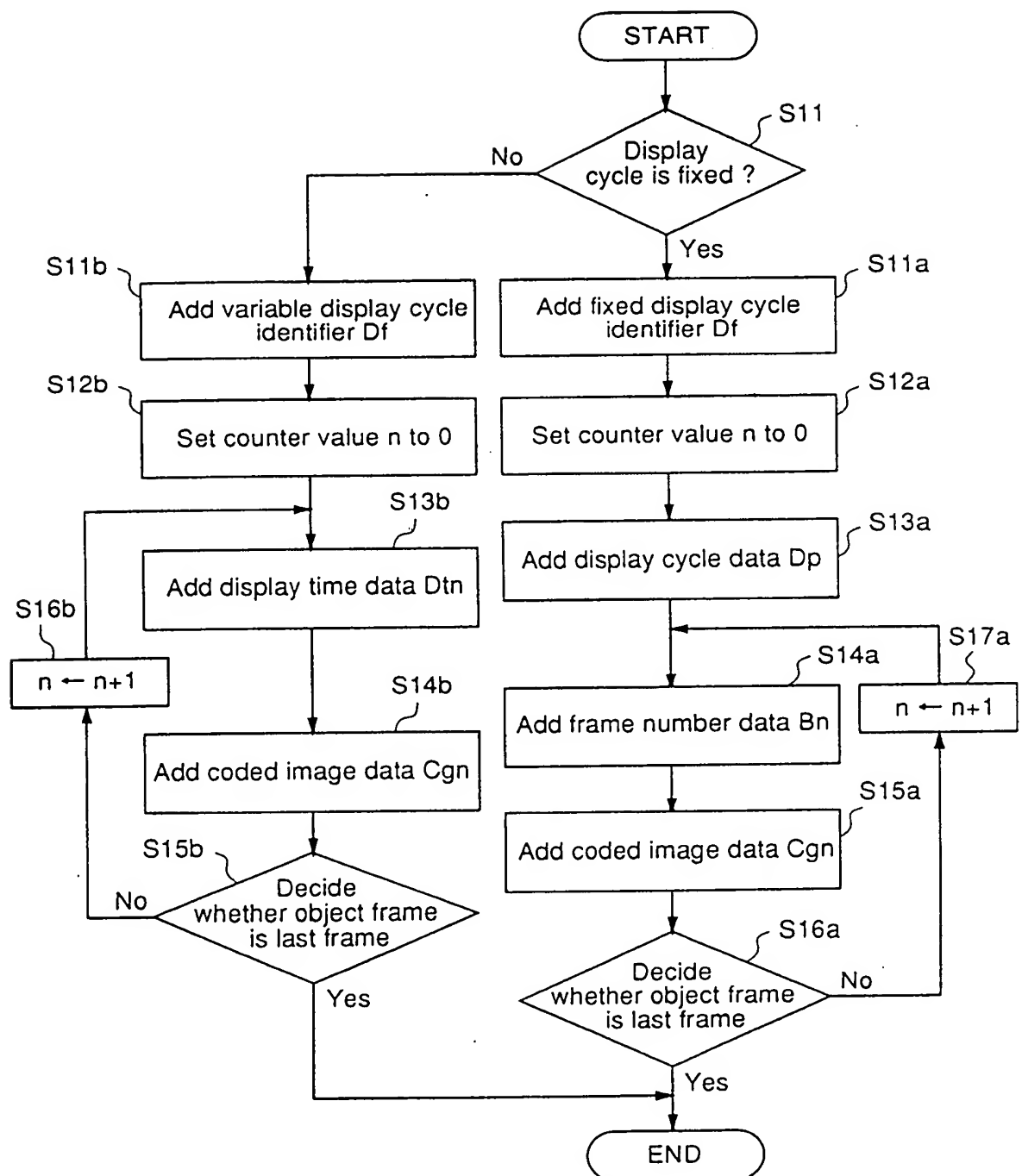


Fig.4 (a)

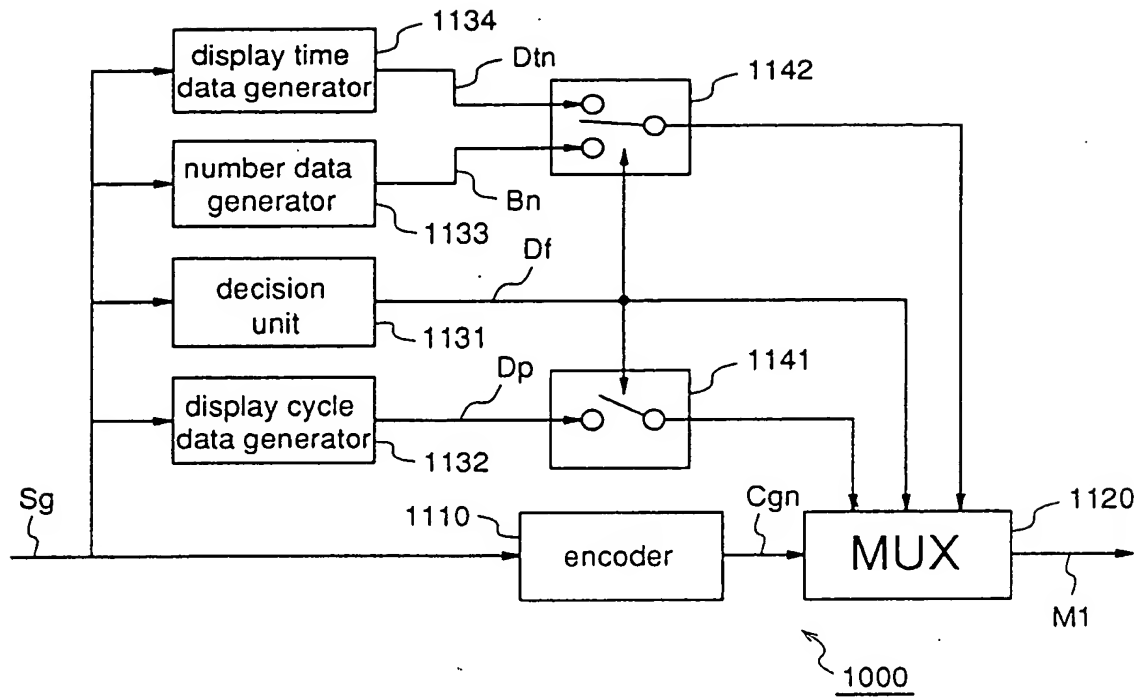


Fig.4 (b)

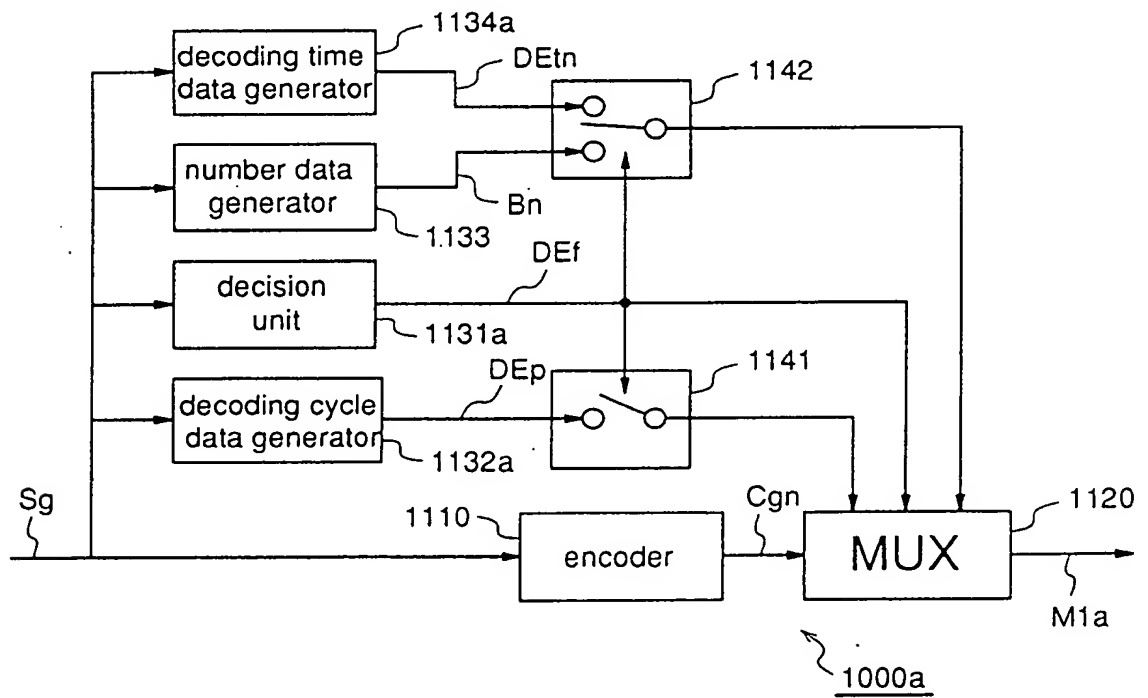


Fig.5

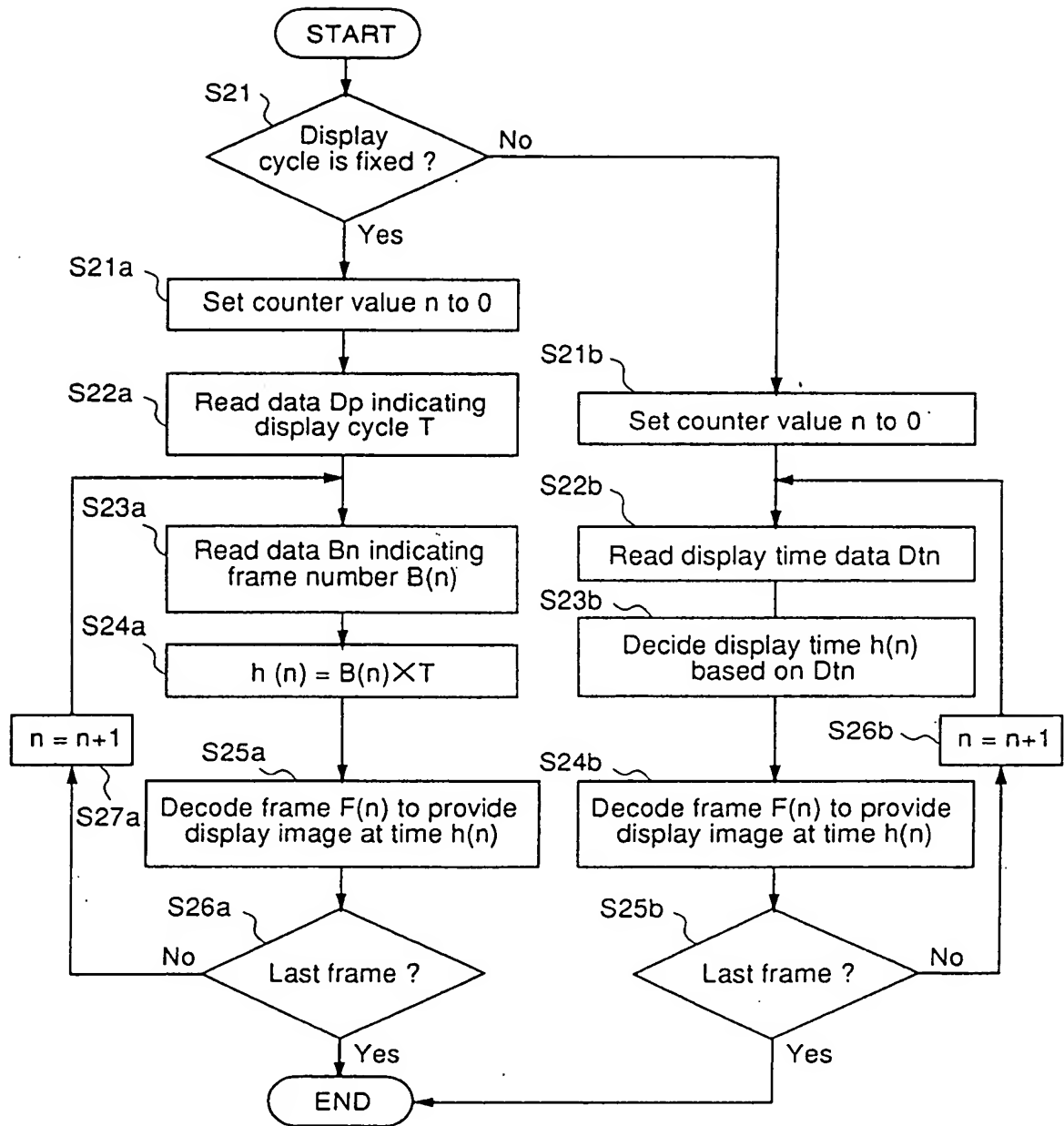


Fig.6 (a)

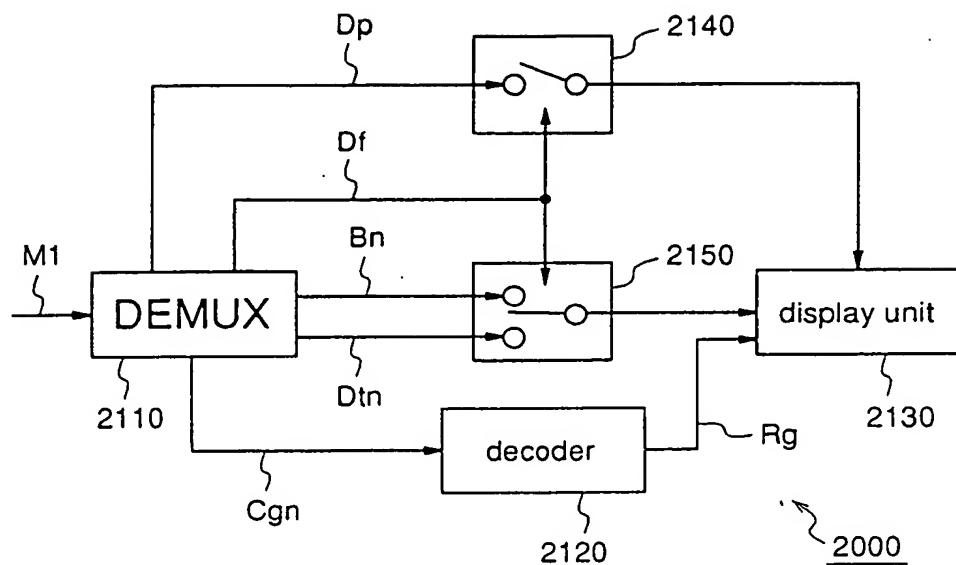
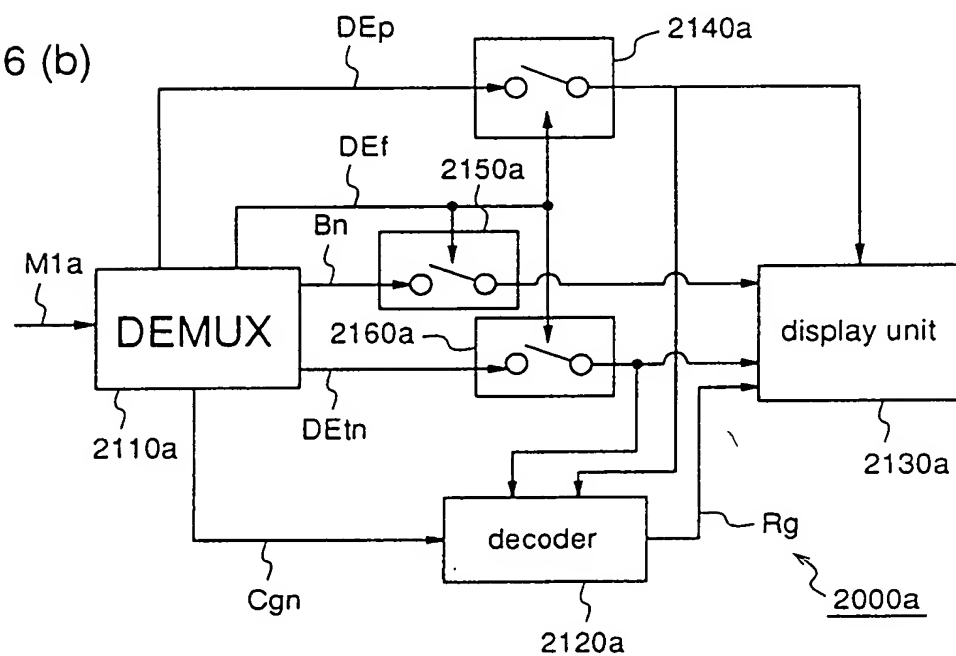


Fig.6 (b)



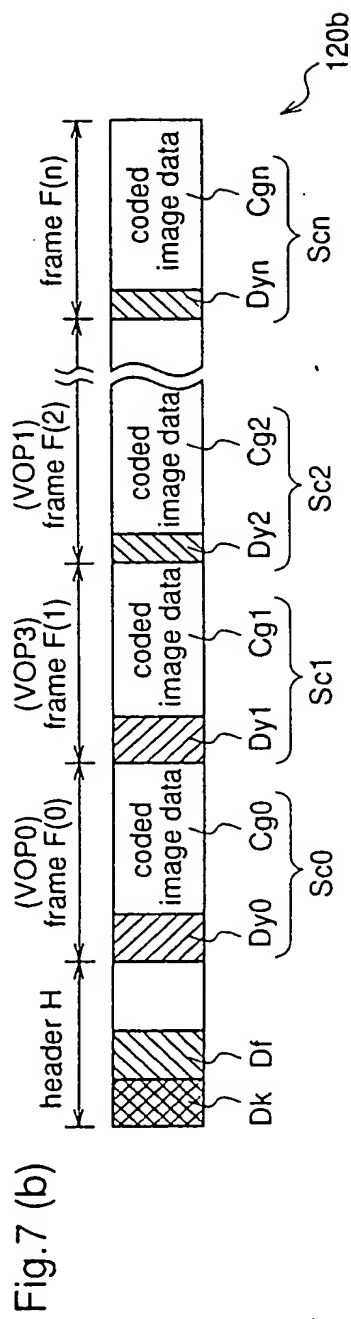
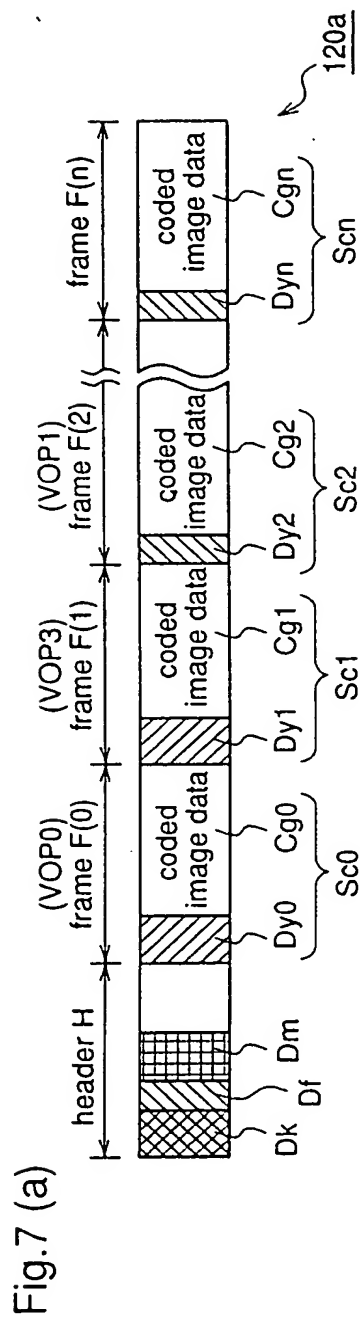


Fig.8

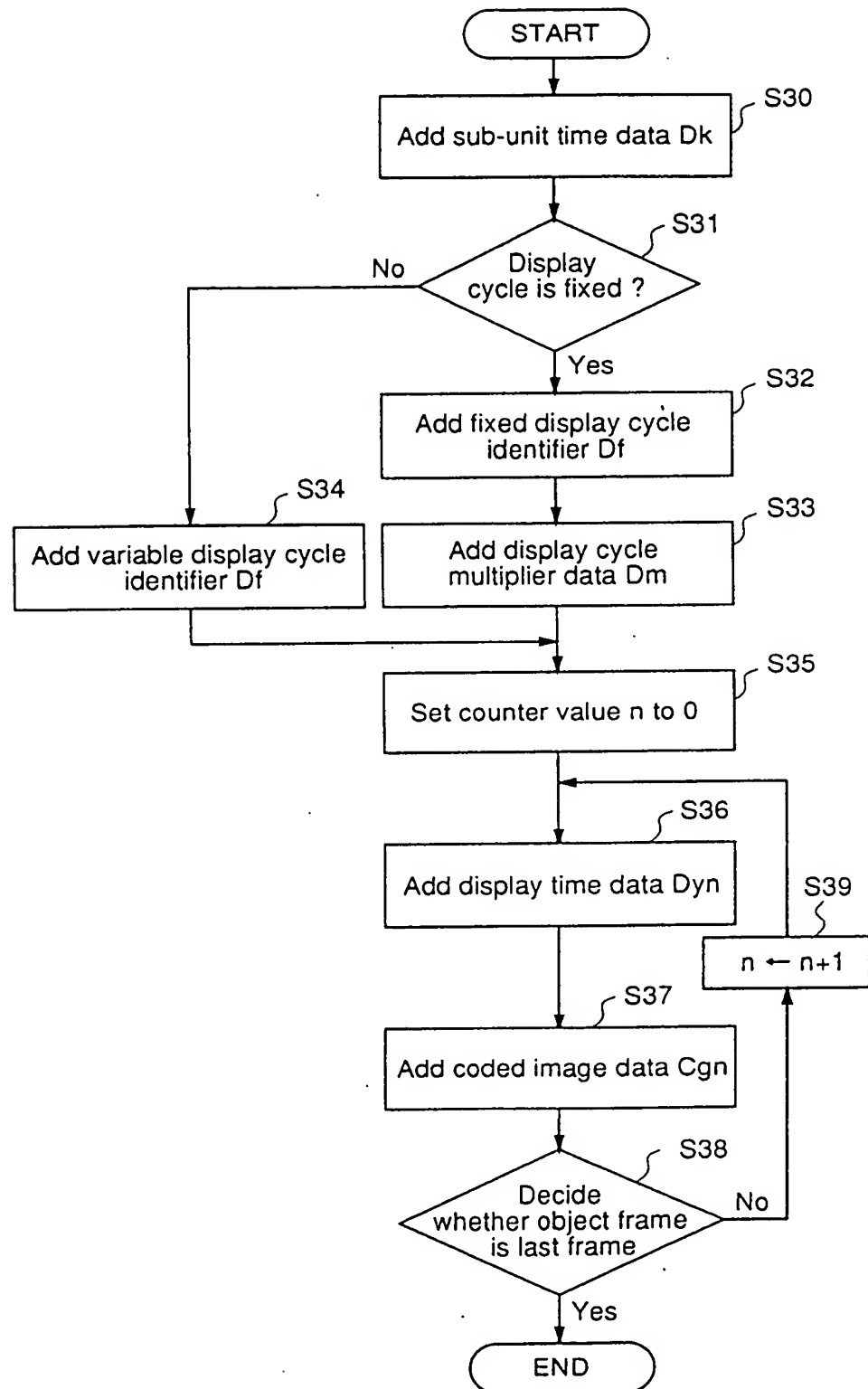


Fig.9 (a)

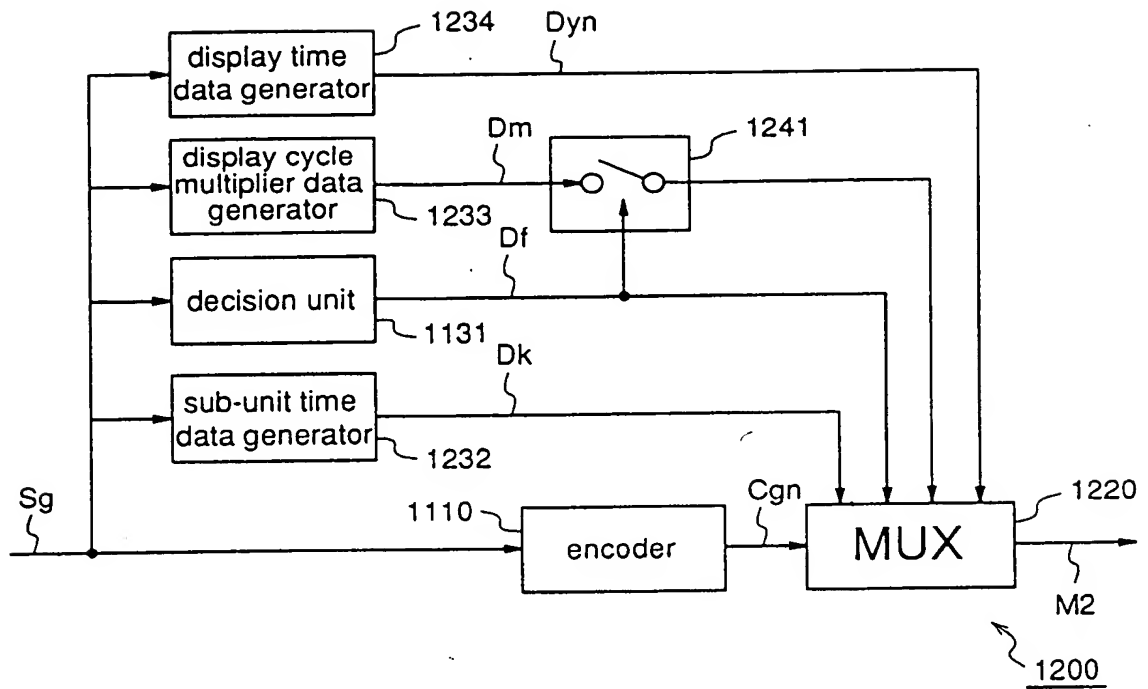


Fig.9 (b)

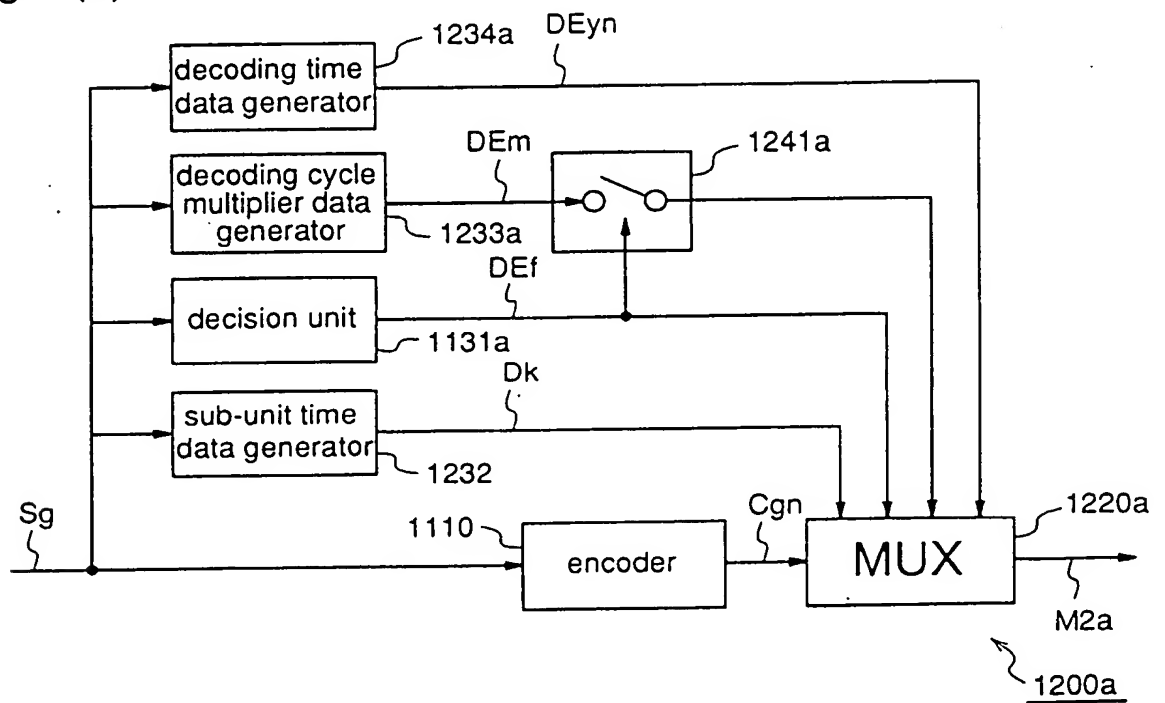


Fig.10

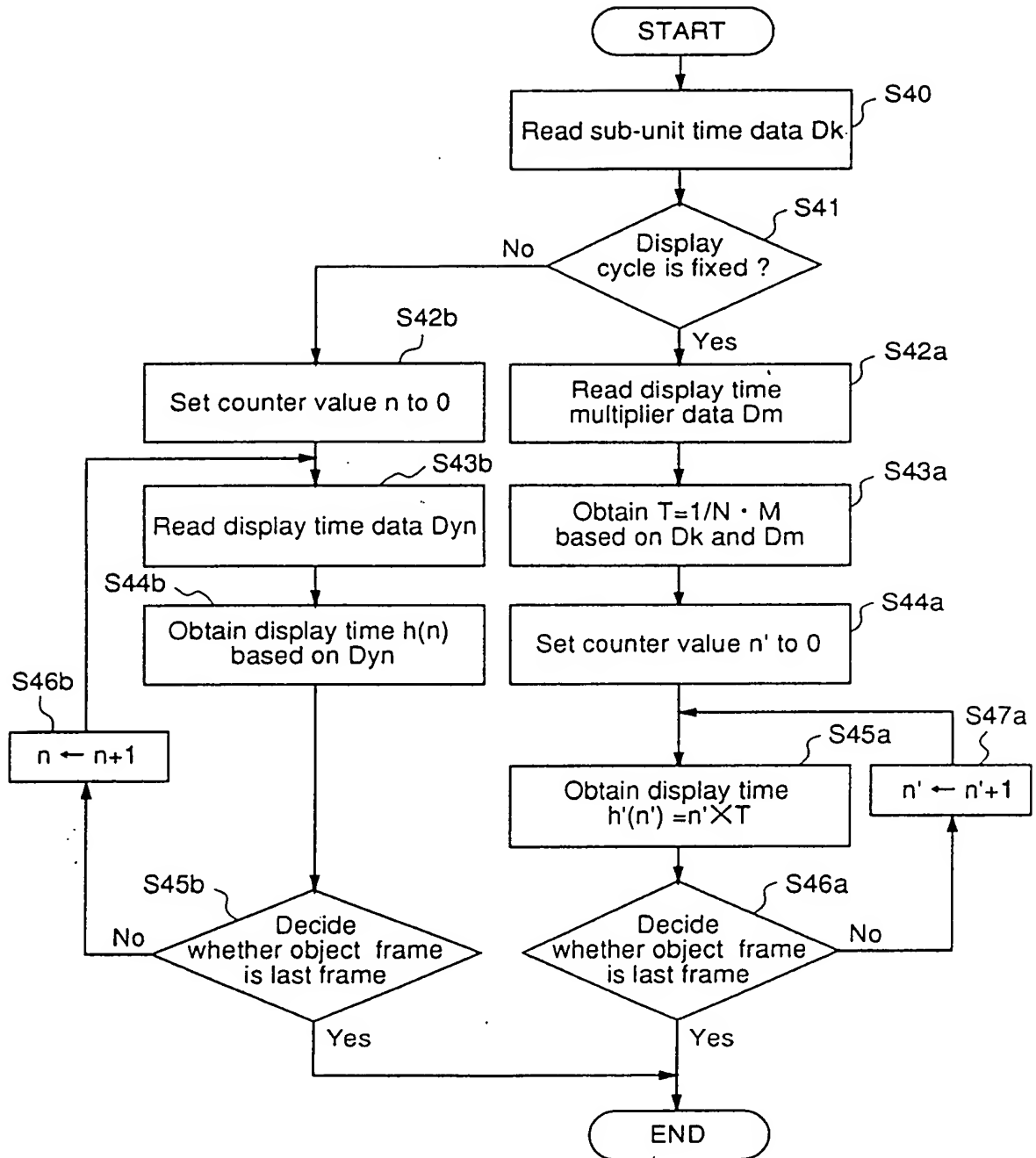


Fig.11 (a)

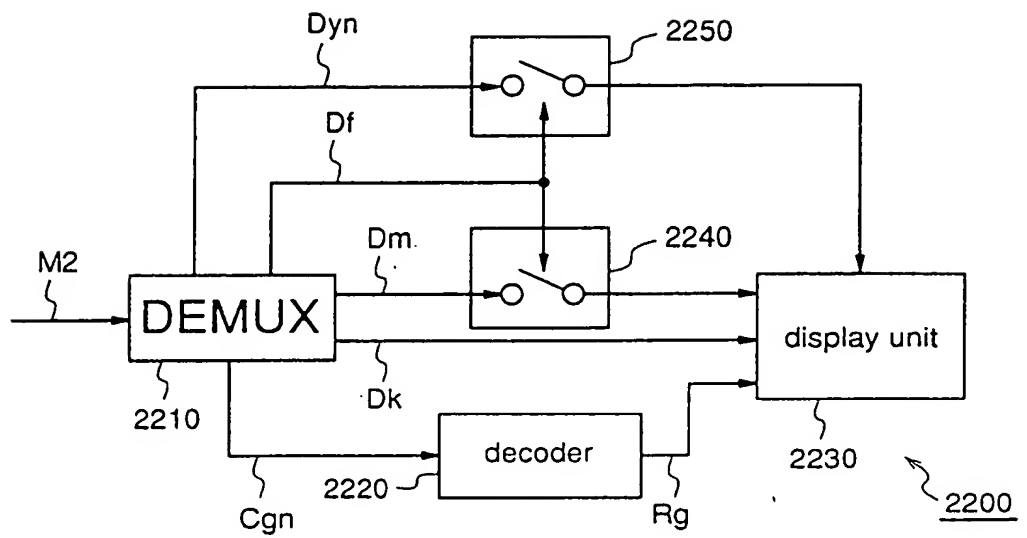


Fig.11 (b)

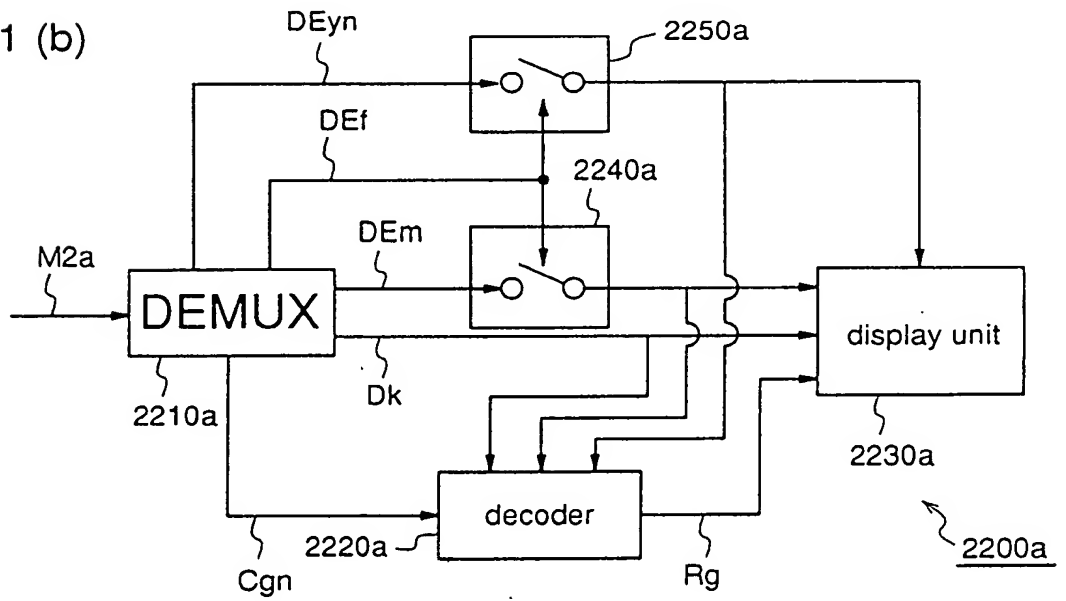


Fig.12 (a)

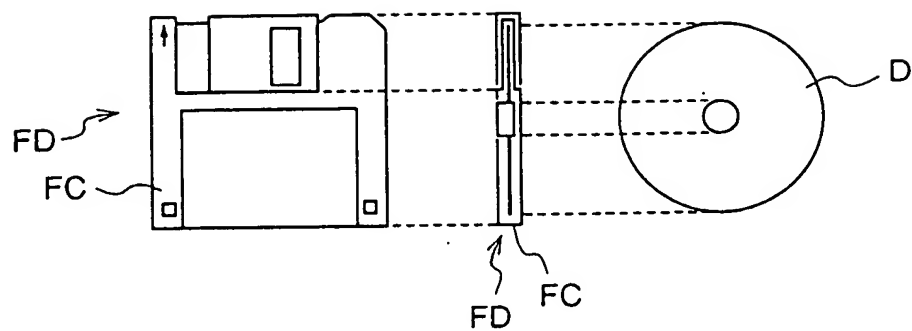


Fig.12 (b)

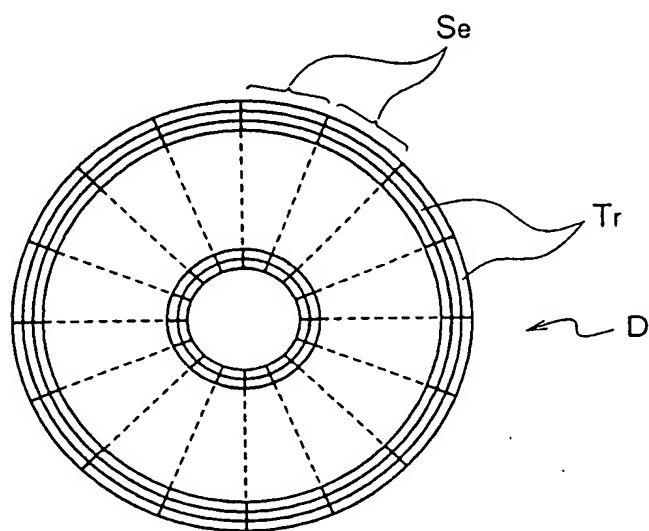


Fig.12 (c)

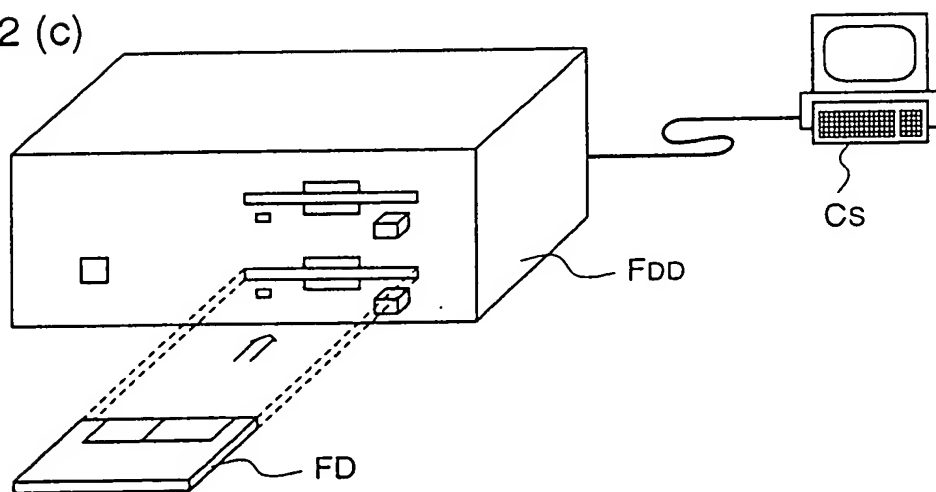


Fig.13

Prior Art

frame_rate_code	frame_rate_value
0000	forbidden
0001	$24\,000 \div 1001 (23,976\dots)$
0010	24
0011	25
0100	$30\,000 \div 1001 (29,97\dots)$
0101	30
0110	50
0111	$60\,000 \div 1001 (59,94\dots)$
1000	60
...	reserved
1111	reserved

Fig.14

Prior Art

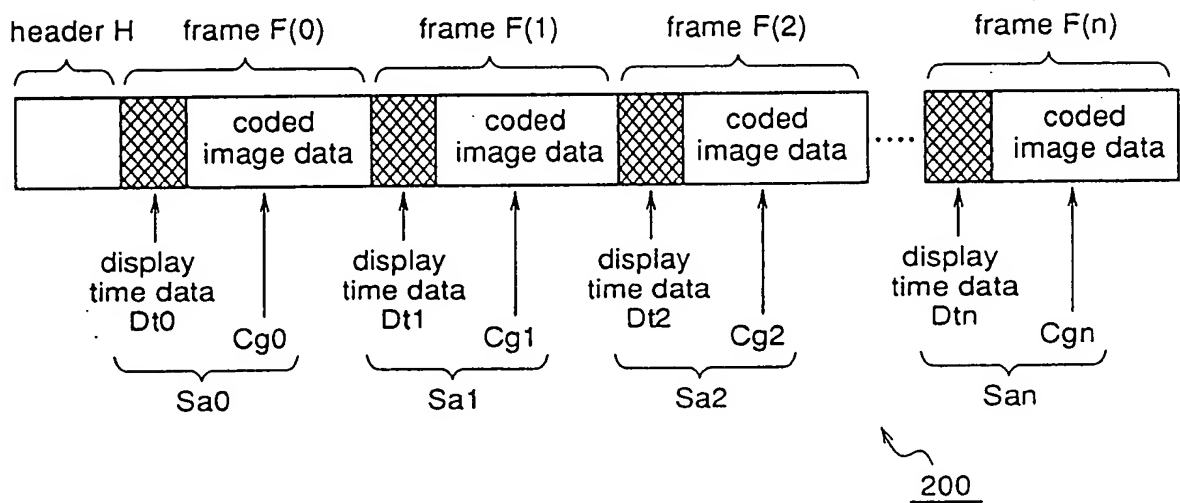


Fig.15 Prior Art

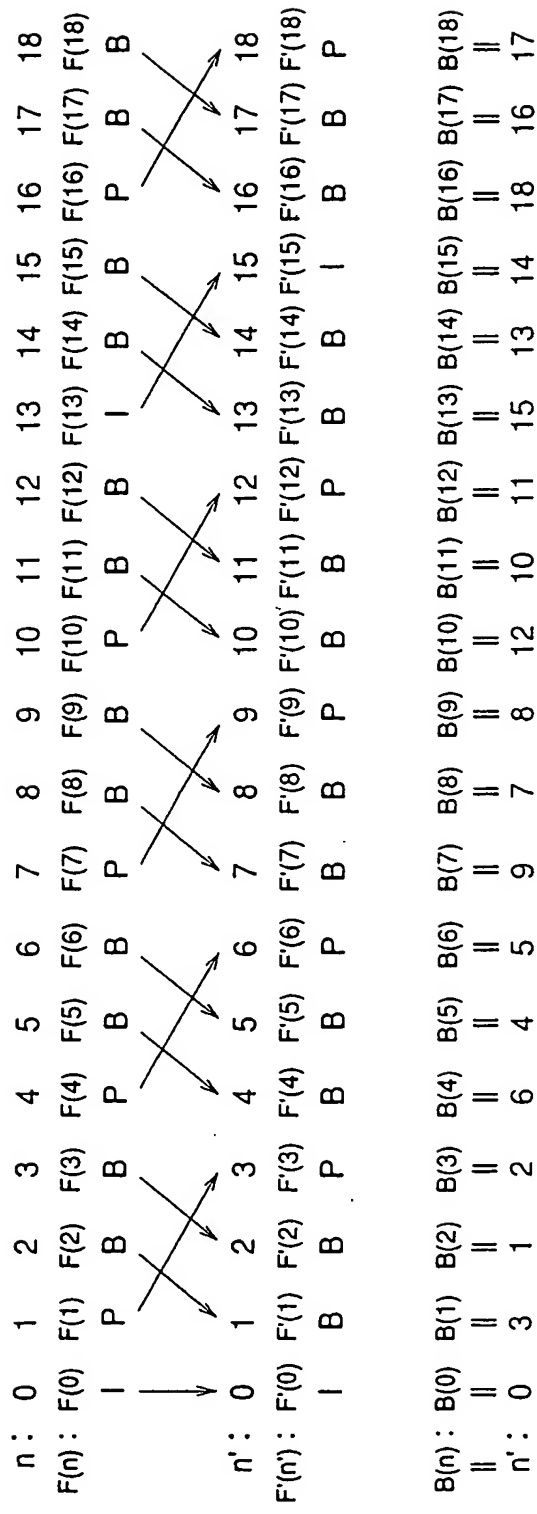
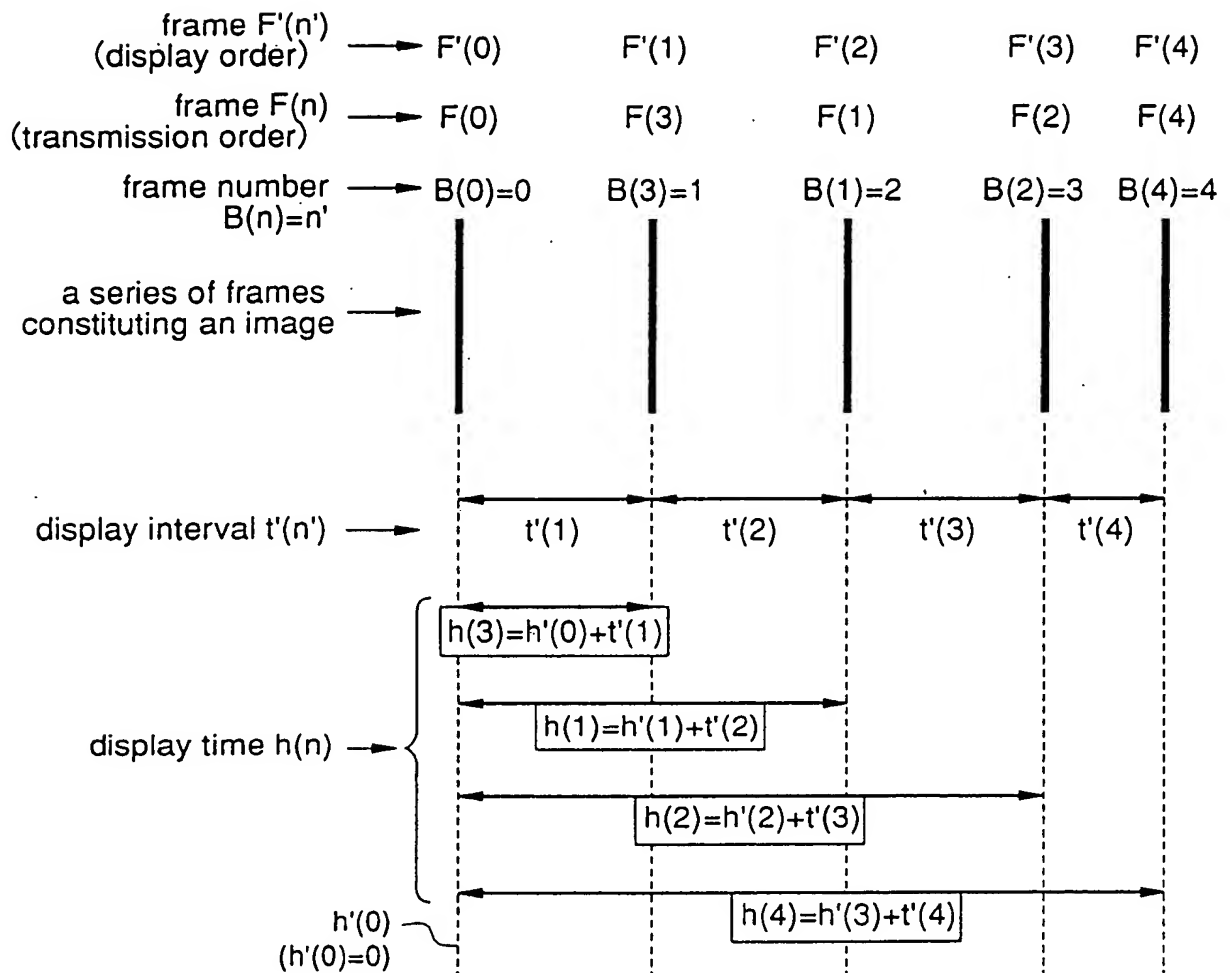


Fig.16

Prior Art



Prior Art

Fig.17 (a)

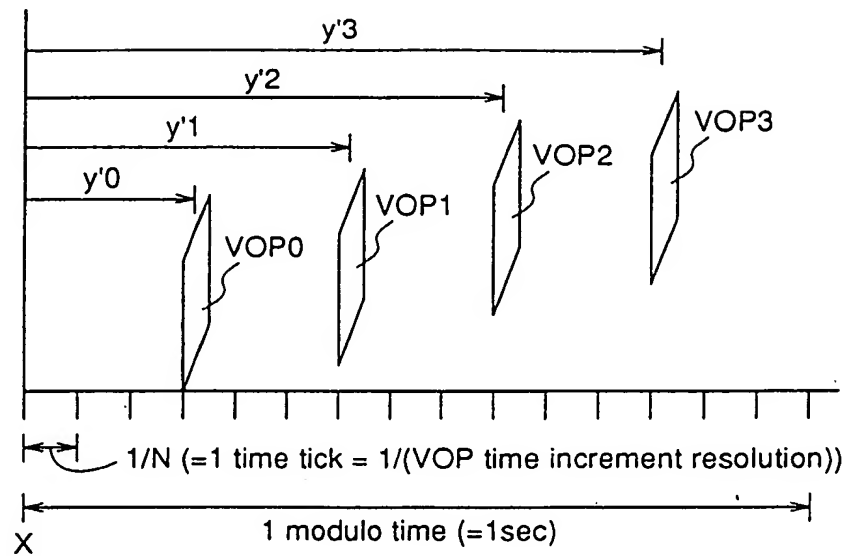


Fig.17 (b) frame cycle (1 fixed VOP increment = VOP rate increment \times time tick = $M \times \frac{1}{N}$)

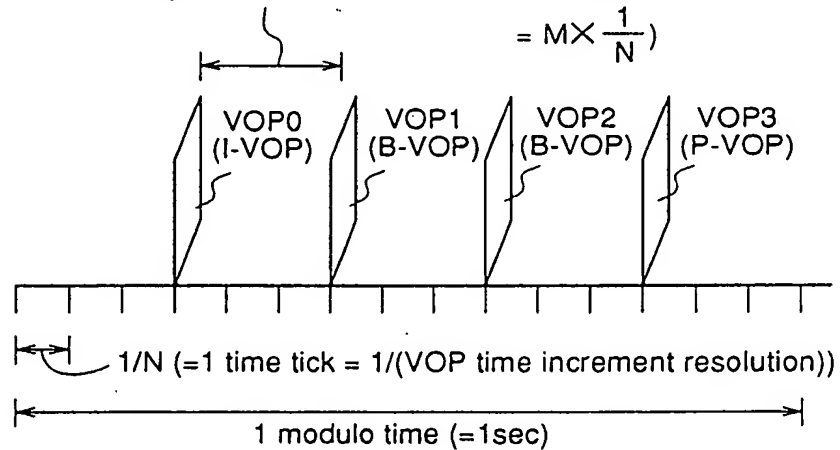


Fig.17 (c)

